

Appln. No. 10/766,515
Amdt. dated December 5, 2005
Reply to Office Action of June 3, 2005

PATENT

Amendments to the Specification:

Please amend paragraph [0004] beginning on page 1, line 18 as follows:

[0004] Drawing-based animation techniques were refined in the twentieth century, by movie makers such as Walt Disney and used in movies such as "Snow White and the Seven Dwarves" Dwarfs (1937) and "Fantasia" (1940). This animation technique typically required artists to hand-draw (or paint) animated images onto a transparent media or cels. After painting, each cel would then be captured or recorded onto film as one or more frames in a movie.

A clean copy of paragraph [0004] is as follows:

[0004] Drawing-based animation techniques were refined in the twentieth century, by movie makers such as Walt Disney and used in movies such as "Snow White and the Seven Dwarfs" (1937) and "Fantasia" (1940). This animation technique typically required artists to hand-draw (or paint) animated images onto a transparent media or cels. After painting, each cel would then be captured or recorded onto film as one or more frames in a movie.

Please amend paragraph [0005] beginning on page 1, line 23 as follows:

[0005] Physical-based animation techniques typically required the construction of miniature sets, props, and characters. The filmmakers would construct the sets, add props, and position the miniature characters in a pose. After the animator was happy with how everything was ~~arranged~~ arranged, one or more frames of film would be taken of that specific arrangement. Physical animation techniques were developed by movie makers such as Willis O'Brien for movies such as "King Kong" ~~(1932)~~ (1933). Subsequently, these techniques were refined by animators such as Ray Harryhausen for movies including "The Mighty Joe Young" (1948) and Clash Of The Titans (1981).

A clean copy of paragraph [0005] is as follows:

[0005] Physical-based animation techniques typically required the construction of miniature sets, props, and characters. The filmmakers would construct the sets, add props, and position the miniature characters in a pose. After the animator was happy with how everything was arranged, one or more frames of film would be taken of that specific arrangement. Physical animation techniques were developed by movie makers such as Willis O'Brien for movies such as "King Kong" (1933). Subsequently, these techniques were refined by animators such as Ray Harryhausen for movies including "Mighty Joe Young" (1948) and Clash Of The Titans (1981).

Please amend paragraph [0007] beginning on page 2, line 4 as follows:

[0007] One of the pioneering companies in the computer aided animation ~~(CAA)~~ (CA) industry was Pixar. Pixar developed both computing platforms specially designed for CAA, computer animation and animation software now known as RenderMan®. RenderMan® was particularly well received in the animation industry and recognized with two Academy Awards®. While RenderMan® was focused upon rendering, the creation of images from geometric models, the animation software developed for in-house use focused upon allowing animators to specify ("animate") the geometric models. The geometric models typically

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represent objects in a scene, characters in a scene, positions of objects and characters, manipulation of objects and characters, lighting, textures, and the like.

A clean copy of paragraph [0007] is as follows:

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